THE SEED

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NEWSLETTER FOR APPLE PEOPLE

DENVER APPLE PI

PRESIDENT'S REPORT

The February Meeting will be one of the most informative and entertaining of the year. Our guest speekers will be from Apple Computer Inc.'s Denver office. They plan to tell us what is new from Apple and what the company has been up to. In January Apple had its annual stockholders meeting and I'm sure we will here about what went on at the meeting. Apple will be providing the door prize but thay will not tell me what it is. It is bound to be good so make sure your dues are up to date. You will want to bring your questions about Apple products to this meeting (somebody ask about the Apple //x!!!).

The March meeting will be a lot of fun. We are going to have our reguler meeting and then instead of a guest speeker we will have an auction. Some of the member stores will supply product (hardware, sofrware, books...) to the auction. Menbers that want to sell items should contact an Apple Pi officer for information on how to get your items in. Apple Pi will take a 10% fee from the sales as a fund raiser. People that have itens to sell can declair a low price and if noone bids on it you will not have to settle for peanuts. Look though your computer stuff and see what you would like to sell.

Contest!! Yes the club is having another contest but this time it is not for programmers. If you use Apple Works then this one is for you. Bring in your most creative templates for the Apple Works Spreadsheet or Data Base. The entries will all go on a special disk for the club library. Each person who enters will get a copy of that special disk. Third Prize will be a DOM. Second Prize will be a DOM and 5 free copies from the library. Fist prize will be a DOM 5 free copies from the library and a Xmas disk pak with calculater from Verbatum. Entries must be in no later than the March Core meet. The winners will be announced at the April Gen. meeting. Good Luck!

Randy

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denver apple pi Seed

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BBS Sysop . . . . . .Steven Martin

MEMBERSHIP INFORMATION

APPLE PI is an Apple Computer Users Group - not affiliated with Apple Computer, Inc. - that provides many member benefits, some of which are:

MONTHLY MEETINGS - On the first Thursday of each month at 7:00 p.m. APPLE PI holds its general meeting at the Green Center, Colorado School of Mines Campus, Golden, Colorado. This meeting is a combination of an informational meeting, new product announcements, and a short business meeting. The members are given an opportunity to buy computer supplies a little above cost. Software products are given away as door prizes.

On the Sunday following the general meeting there is an informal meet which is usually held at the Clear Creek Office Park, 4251 Kipling, in Wheat Ridge. This meeting is from 10:00 a.m. until 3:00 p.m. and provides a more informal environment to seek or give advice to fellow members and get copies of programs from the APPLE PI Library. Both of these meetings are open to the general public but only members have access to the club library and products that are sold.

PROGRAM LIBRARY - APPLE PI currently has a library of 9,000 programs. All current disks are in 16 sector (3.3, Pascal, CP/M) format and are available to any member. APPLE PI Members can obtain copies from the library:

1) By coming to the monthly informal meeting (swap meet);
2) By written request to the club librarian (at any meeting or by mail);
3) By electronic mail on APPLE PI's bulletin board system:

DISK OF THE MONTH - Each month a collection of some of the best programs donated to APPLE PI during the preceding month are made available. The DOM can be purchased at any group meeting or by mail.

DUES - Current membership dues are **$18.00** per year, with a one-time application fee of **$10.00.** Checks should be made payable to DENVER APPLE PI.

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ADVERTISING RATES

1/4 Page	$ 25.00
1/2 Page	$ 40.00
Full Page	$ 70.00

Apple Recommits to User Groups

Consumer Marketing Anoints User Group Evangelist

Apple has rekindled its relationship with its first love: User Groups.

Long known as clubs for hobbiests, User Groups now include members from each of Apple's markets: Corporate and small business, education, and the home. Although their profile has changed, User Groups' purpose remains the same. Apple User Groups get together to exchange information and know-how about Apple products. This information exchange supports Apple's marketing plans because, research shows, knowledge about products is spread faster by word of mouth than by any other means of advertising.

Apple's Consumer Marketing group has recognized the support provided to Apple by its User Groups, and has made a commitment to providing ongoing support to this active and loyal portion of the installed base.

Ellen Patry Leanse has recently joined Consumer Marketing as **User Group Evangelist**. Leanse's background at Apple includes four years of experience in international sales support, product management, and new products development. Leanse reports to Susan Berman, Manager of Consumer Education, in this newly-created User Group support faction.

According to Leanse, "among the most promising aspect of the new function is the level of 'buy-in' demonstrated by people in all parts of the company. I think we've finally realized how important the User Group resource is to the ongoing support of Apple products. In nurturing our relationship with them we build a system that benefits User Groups, our dealer base, Apple itself, and, ultimately, our end users."

The need for Apple to reciprocate the support provided by the User Groups was voiced during September's Apple User Group Conference. At this conference, organized and managed by Consumer Marketing's Anne Seip, participants urged Apple to invite a User Group support program, including communication with Apple, the building of bridges between User Groups and Apple dealers, equipment loads and the formation of an Apple User Group Advisory Council and Apple speakers' bureau. Establishing a User Group evangelist is an important first step in implementing these programs.

Apple's objectives in supporting User Groups include increasing sales to non-owners by capitalizing on User Group's pre-sale influenece and enhancing post-sale support to new and established Apple owners.

In developing User Group support, Apple aims to acheive two objectives: to capitalize on User Groups' pre-sale influence, thus increasing sales to non-owners, and enhance post-sale support to new and established Apple owners.

With nearly 600 User Groups and more than 200,000 User Group members in the U.S. alone, User Groups represent a key constituency in Apple's consumer market. Please join Consumer Marketing in welcoming Ellen Leanse and supporting her as she establishes a program to strengthen Apple's relationship with this important resource.

Dave Cote
Consumer Marketing Manager
Apple Computer Inc.

DIVERSI-DOS UPDATED

For those of you who use Diversi-DOS, an update version has just been released. If you are not formiliar with Diversi-DOS then read on anyway!

Diversi-DOS is a variant of Apple's DOS 3.3 which speeds up reads and writes 3 to 5 times. In addition to speed increase, however, it incorporates a number of enhancements to DOS. Some of those include a keyboard buffer, a type command, keyboard macros, an improved list command, and wildcard filename support. Also, Diversi-DOS can be configured to move DOS tothe language card freeing up 10k of programable memory.

The latest update, version 4.1-C, adds ram disk support and an ampersand fast garbage collector. The ram disk supports the 64k in the extended 80 column card and/or additional ram cards. Those cards currently supported are Saturn 128k, Neptune 128k, Legend 128k, Menorymaster 128k, and Ramworks 128 or 256k. With ram card instillation, you can configure Diversi-DOS to automatically create, the ram disk, copy allfiles on disk to ram disk, and jump to the ram disk.

Diversi-DOS includes a 14 page manual on disk and works on //c's, //e's, and 64k][+'s. The programis distributed on a personal domain basis and is then fully licensed to an individual for $ 30.00.

Green Apples

by Randall Ansley

The LIST command is a very important part of programming in BASIC. It lets you view and edit your programs. LIST will also let others see what you have done or how you did it and that is not always desirable. Sometimes you just want to keep others from being able to list out your BASIC programs. If they can't LIST your program then they can't change it or even see how you go about doing what you do. Some people use BASIC compilers to protect their code but that means you have to go purchase a compiler.

There are many ways to make a BASIC program un-LIST-able. Some are very easy and others take some doing. Here are a few tricks to help you stop people from peeking at your code.

RUN SPOT RUN...

One way to stop LIST, HOME, and any other command that you can enter from the keyboard is to turn your Apple into a RUN ONLY mode. That way no matter what they type RUN will be what happens. To do this all you need to do is change one Byte in zero page. Woops! Looks like I just lost most of you. Let me put it another way...all you need to do is one POKE. Type in this line of code:

```
0  POKE 214,128
```

This will make all keyboard commands RUN you program. To go back to normal just type:

```
POKE 214,0
```

The down side of doing this is that your program must be run for the poke to take place. If someone does a LOAD then LIST they will be able to list your program because the poke never was executed. You may also run into some problems if your program calls on DOS to do anything, you could end up re-running the program. For simple LIST control this works jJust fine.

@!$*/@\\#~*%?/*!...

Another cute little trick is to let them list your program but don't let them see anything they can read. In other words turn the listing into garbage. You can do this with another poke. Type:

```
POKE 243,x
```

Let x be any number except 0, 32, 127, 160. Any other number will give you real strange stuff when you list. If you put in 0 or 127 the listing will be normal. If you put in 32 or 127 the listing will all be lower case but it can be read. This poke will not effect the normal running of your program most of the time but it can mess up your print statements so find a number that you like and play with it.

As with the first POKE this one will also only work if the program has been run.

A Booby Trap for real Boobies...

Now for a real fix that will keep them guessing. This little booby trap will make it hard for even the people that know what you did. This is not an easy fix like the others but if you follow the steps, I promise it will work for you.

This process will take two steps one in BASIC and one in the computers monitor. The first thing you want to do to your program is ad a line at the beginning of your program. Type in the following line of BASIC:

```
0 REMXXXXXXXSORRY NO PEEKINGXXXXX
```

The "X"s must be typed in as they are spaces we will use in the computers monitor. Type REM the 7 X's the message then 5 more X's. Now you must go to the monitor. Type :

```
CALL -151
```

This will put you in the monitor and give you the "*" prompt. Now you need to list the code that makes up the beginning of you BASIC program. The starting location of your progran is $801. The "$" tells you that this is a HEX. address but don't worry about that now.

To show the beginning of your program type:

801L

This will list one screen of memory starting with address 801. You will get a bunch of strange numbers and letters that look something like this:

```
*801L

0801-   23          ???
0802-   08          PHP
0803-   00          BRK
0804-   00          BRK
0805-   B2          ???
0806-   58          CLI
0807-   58          CLI
0808-   58          CLI
0809-   58          CLI
080A-   58          CLI
080B-   58          CLI
080C-   58          CLI
080D-   53          ???
080E-   4F          ???
080F-   52          ???
0810-   52          ???
0811-   59 20 4E    EOR   $4E20,Y
0814-   4F          ???
0815-   20 50 45    JSR   $4550
0818-   45 4B       EOR   $4B
```

Don't worry about what all this stuff is. If you want to know more about HEX and machine language you may wish to learn Assembly Language. For now we just want to change a few bytes in memory. Notice that at locations $806 - $80C we have a bunch of 58s on the right. These are HEX. bytes for the "X"s that we put in our BASIC REM statement. We are going to change these seven Xs into ^Hs (Cont. Hs). A ^H is the same as a backspace. To do this type the following line:

806: 08 08 08 08 08 08 08

Don't forget the colon and make sure that you put a space between each 08. If you re-list that section of code by typing 801L again you will see that the range from $0806 - $080C now has 08s on the right of each location number. What this change will do is hide the line number and the word REM when the program is listed. All the viewer will see is:

SORRY NO PEEKING

Now for the last change we need to list the next screen of memory. To do this just type:

L <RETURN>

This will list memory starting with about location *081A. At locations $081D - $0821 you will see more 58s. these are the five Xs that we typed after the no peeking message. These bytes will be used to put a FP command into the computer that will erase memory if someone tries to list you program. To put this little routine in type:

81D: 0D 04 46 50 0D

Without going into details this this booby trap will toss out your program if anyone tries to list it. The only thing they will see is the no peeking message the first time they try to list it. After that they will get nothing.

To get back to BASIC type:

CONTROL-C <RETURN>

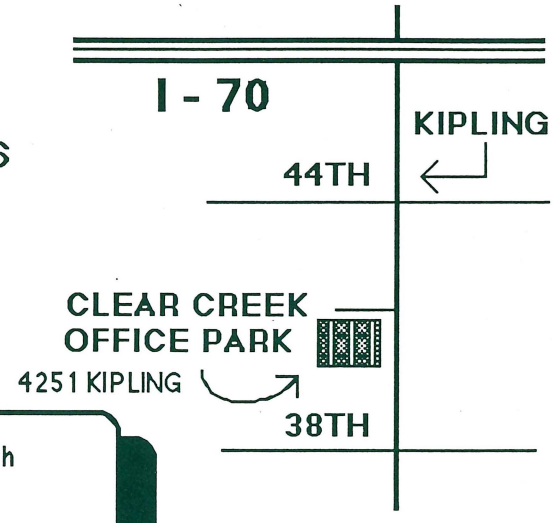
Now save what you have done and then try to list it. The one disadvantage to this booby trap is that the smarter boobies may figure out that they can step over your trap by listing past it. Example: LIST 10- . To stop them in their tracks just repeat the steps in a few more places. If you do this you need to list through the monitor and look for the string of 58s and change them in the same way.

Hope these little tricks help you deal with your snoopers.

# # #

GENERAL MEETING

CORE MEET



GENETAL MEETING 7:00 PM first Thursday of each month

CORE MEET 10:00 to 3:00 Sunday after General Meeting

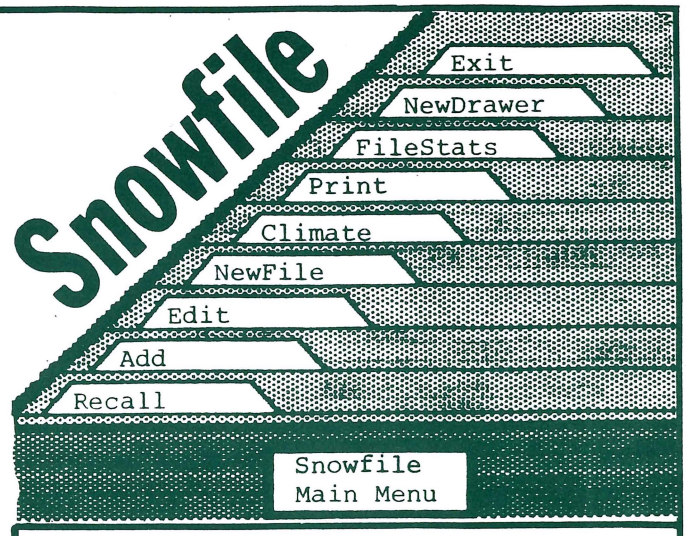
Special Trial Offer

At one time or another, everybody needs a good database program. Unfortunately, most programs that are available today are either expensive, or difficult-to-use, or both. For these very reasons, we created Snowfile.

Snowfile is an easy-to-use database program that is designed to handle all of your filing needs. Working on an Apple][+, //e, or //c, Snowfile can store a phone list, a mailing list, an inventory list, or any other file you could keep on paper in a conventional filing cabinet. Best of all, you can learn to use Snowfile in under five minutes.

We believe you should have a chance to try software before you buy it. Here's how our offer works: all you have to do is complete the coupon below and send it to us along with a check for $29.95. As soon as we get your order, we'll mail you a copy of Snowfile, and hold on to your check. Try Snowfile for 30 days, and if you decide not to keep it, just send it back to us and we'll send your check back to you (no questions asked). If we haven't received your copy back after 30 days, we'll cash your check.

We think that Snowfile is the best database program on the market today, and we think you will too. Take the time today to mail your order for a copy of Snowfile.



Enclosed you will find my check for $29.95.
Please mail my copy of Snowfile to:

Name: _____

Address: _____

City: _____ State: _____

Zip: _____

Mail this form to: Snowbound Technologies
11735 West 72nd Place
Arvada, CO 80005-3204

LIBRARIAN'S REPORT

DOM sales in January totaled 40 and 56 Librari copies were made. Again, we want to remind you that you can copy past DOM's over 12 months old for the standard $1.00 copy fee. We encourage you to complete your set of Apple Pi DOM's by library copying. Also we have located the source for the four IAC disks that are missing from the library, 6, 34, 41, and 42, and should have those available by the February Core meet.

For those of you who may have missed the January general meeting, you can still demo the TaxPak presented by Frank Sommer. He has given us a trile size TaxPak which will be on the back of the February DOM. This version has the 1040 and Schedule A only, cannot save dataor print, and has last years tax tables. Otherwise it is identical in features to the full size version.

The February DOM contains the programs on the label below. The two major programs are arcade games and are named Moonwalk and Poacher Wars. Moonwalk is a hi-res graphic adventure game in which you crash on the moon and must find your way to safety. Poacher Wars is another hi-res arcade created withBroaderbund's Arcade Construction Set.

The DOM also contains 6 utilities. Two are communication related and include AE Macro Utility 1.0 by Dave Beazley and a Binary to Text Converter from Compuserve. Dave's program is unique in its field and will be indispensible to ASCII Express owners who use macros. The binary converter is of commercial quality also and has been compiled with an Einstein Applesoft Compiler. It is very fast and has no conflict with binary loading address. The otherutilities are disk related and include a program to copy the DOS track from one disk to another, a disk free space program, a file size fixer for when DOS errs, and another paging menu program called Menu Massimo.

Denver Apple Pi's Disk of the Month

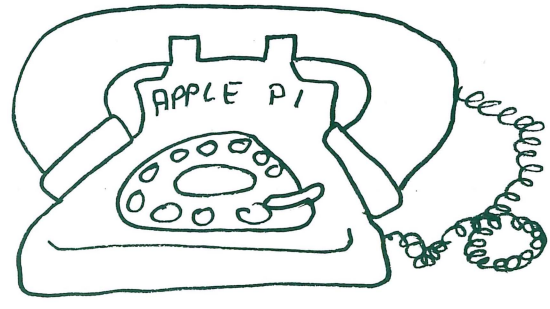
67 FEB 1986 DOM

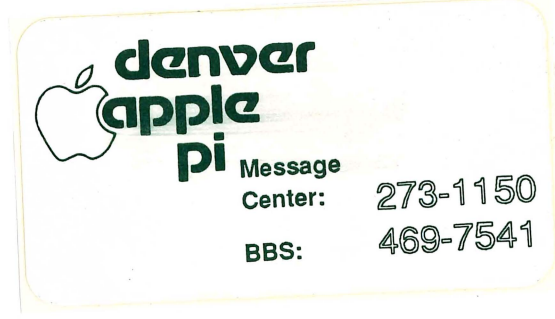
APPLE PI DOM FEB 1986	MOONWALK	POACHER WARS
BIN TO TEXT CONVERTER	COPY DOS	DISK FREE SPACE
AE MACRO UTILITY 1.0	FIX FILE SIZES	MENU
MENU MASSIMO	FINAL POUR	HIGHER TEXT
LIFE	LOMEM:	MOON.F
MOONB22	PIC.MOON.LIFE	PIC.MOONWALK.TITAL
UNCLE SAM HELLO		

New in the Library this month are 12 volumes of Appleworks files from AWUG courtesy of Lee Hayward. Also, IAC disk 53 is a DOS 3.3 collection of Applewriter Utilities to go along with IAC 47 (not 46 as was erroneously reported). Also, we have finally received the last three personal domain programs shown in the December catalog. Those were Periodocal Index, Report Card, and Diskeeper. On order but not received as this is written are 30 volumes of Pascal and 92 volumes of CPM in Apple disk format.

See you at the general meeting!

--Ed Thompson, Software Librarian--





Upload/Download Information

No matter if you are a new Apple owner or an "old pro", you will find it very easy to Upload and Download programs from the Apple Pi Bulletin Board. Follow along with us first and we will explain a few things to help you out.

The programs available on this board are all of the type Apple calls TEXT files. There is an important reason for that. All terminal programs, and you are using one right now, have the ability to send and receive TEXT. It is that ability that lets you send information such as your password to this BBS and that lets this BBS send you information.

Not every terminal program can send the other Apple file types such as INTEGER, APPLESOFT, or BINARRY. So to make sure everyone can utilize our data, we are going to use only pure TEXT files. In a moment we will tell you how you use these text files at your computer.

Another feature of some terminal programs is the ability to send and/or receive entire TEXT files. Your program must be able to do this to be able to upload or download to or from this BBS. You will have to discover how to turn on these special functions of your terminal program. Again, in order to download a program, your terminal program MUST be able to save to disk the TEXT files the Apple Pi BBS sends to you.

If your terminal program does not support some sort of 'capture buffer', you won't be able to download programs. The Apple Pi Library does have such a terminal program but it works only with 300 baud Hayes or Hayes compatible modems. One of the most powerful (and expensive) terminal programs is 'ASCII Express'.

OK, so now we are sitting here in the download section wanting to download a file a friend said was here. What to do? Well, first choose a section such as Apple Pi Library. When you are given the prompt 'U,D,L,K,A,T, ?' you should probably respond '?' the first time to learn the meaning of each command. And by the way 'T' means terminate connection though it does not say this in the help file.

Now you know what the commands are so respond with an 'L' to list the available files. Be sure you write down the names of those you want to download as it will save you the time it takes to redisplay the list.

Now, respond 'D' at the prompt to begin the download. There are two ways that this BBS can send you the file, PROTOCOL and STANDARD. If you do not really know what you are doing, you should not use the PROTOCOL. After you choose the download method you will be told to press return when you are ready to download. At this point, you must activate the file saving feature of your terminal program then hit the return. At the conclusion of the transfer, you need to complet the save feature of your terminal program. At this point you should have a text file on your disk with the name that you gave it.

If you are able to use the PROTOCOL transfer, you should return immediately when given the prompt to do so. With ASCII Express you will then press CONTROL Q then G for get at the AE prompt. You will be carried through a series of steps and then the transfer will occur automatically. Remember, though, that this BBS can only transfer TEXT files. When you are using the PROTOCOL download you are just adding error checking to the STANDARD download. You cannot upload/download file types other than TEXT.

At this point if you have downloaded all the files you want or you have timed out and been given the push, you are ready to convert the TEXT file to one you can use. This is done by using Apple's EXEC command. First type NEW to clear memory, then type 'EXEC FILENAME' where FILENAME is the downloaded TEXT file. The EXEC command will load the file into memory and in 99% of the time go ahead and save the resulting INTEGER, APPLESOFT, or BINARY file to disk. Ocassionally, when the uploader does not follow the 'guidelines', you will have to intervene and save the file yourself.

Now, the guidelines. If you are uploading a binary file, you must tokenize it which is what happens when you convert it to an EXECABLE TEXT file. Such a file, called EXAMPLE.T might look as follows:

```
CALL -151
MONI
0D00:14 08 0A 00 B2 20 43 4F
0D08:52 52 45 43 54 4F 43 00
3D0G
BSAVE EXAMPLE.B,A$0D00,L$0010
```

When the above file is EXEC'D, it will enter the monitor, turn on disk operation monitoring, load the tokenized binary information into memory, exit the monitor, and save the file to disk as a BINARY file. Hopefully all uploaders will conform to this method and keep life simple. ASCII Express automatically tokenizes in this fashion by the way.

If you are uploading an APPLESOFT file, you can convert it into either a standard TEXT file or a tokenized file. A standard TEXT file named ANOTHER.T would look like the following:

```
FP
MONI
10 TEXT:HOME
20 PRINT"HELLO"
30 END
SAVE ANOTHER.A
```

When this file is EXEC'D, it will switch to Applesoft, turn on disk operation monitoring, load the file, then save the file to disk. Such a file could have been entered with a word processor and indeed, if you do not care for the Apple built in editor, you might just as well use your word processor and then EXEC the files to convert and save them.

A third way you might see a file will be as a tokenized Applesoft file. ASCII Express prepares an Applesoft file this way and the results for a file named YET ANOTHER.T will look as follows:

```
FP
CALL-151
MONI
0801:4E 08 64 00 89 3A 97 3A
0809:BA 3A BA C0 36 29 3B 3A
AF:10 08
3D0G
SAVE YET ANOTHER,A
```

When this file is EXEC'D, it will switch to Applesoft, enter the monitor, turn on disk operation monitoring, load the tokenized Applesoft file into memory, exit the monitor, and save the file to disk as an Applesoft file. Note the AF:10 08 command. This loads the ending address of the file into DOS so it can properly save the file. (As an aside, you can BD a BINARY routine right behindAPPLESOFT file, change the end of file pointer to the end of the BINARY file, and then when you save, the BINARY tags along. file, though!)

The only other type of TEXT file download you might encounter would be INTEGER file. It should operate EXEC just like an APPLESOFT file except it should use INT to switch to INTEGER Basic before loading the program lines into memory.

And a VERY IMPORTANT CAUTION. Don't forget the NEW command before EXEC'ING. EXEC does not clear memory. It adds programs lines to whatever is already there. If you already have a program loaded, you will mix the two with any duplicate line numbers replaced by the EXEC'D line numbers! On the other hand, this feature of EXEC allows you to create program modules with spacific line number ranges, then EXEC the various subroutines or macros as they might be looked at in memory.

Of course downloading is great, but someone must upload some of their great things first. The upload process is much like the download process, only in reverse. The file you send must be an EXECABLE TEXT file no matter whatthe original type. Unfortuneatly, Apple did not provide a routine to UN-EXEC a file. The following code added to your APPLESOFT file will convert it to TEXT:

```
1  POKE 33,30: REM DISABLE "LIST"
   FORMAT
2  D$=CHR$(4):PRINT D$;"OPEN
   YOURFILE":PRINT D$;"WRITE
   YOURFILE"
3  LIST 10,63999
4  PRINT  D$ ; "CLOSE"
5  POKE 33,40:END:REM RESET
   "LIST FORMAT"
10 REM YOUR PROGRAM BEGINS HERE
```

GOTO PAGE 11

JONNEY APPLESEED

DEAR JOHN,

I am an Apple //e computer user, and I used to be a member of Apple Pi a few years ago. A friend convinced me to re-join Apple Pi last month, and I must admit, I'm glad to be back. I do have one question, though. If Apple Pi really has "public domain software", then how come when I contribute a program to your library, you charge other members $1.00 per disk side to copy it? I just don't think that's fair, because if you're going to charge a copy fee, as the author of the program, I should get a percentage of it.

A fee-less programmer

Dear Mr. Programmer,

I understand your point about our $1 copy fee, but let me explain a few things about it. First of all, all of the disks in the Apple Pi library contain several programs (maybe even 30), not just a single program. Therefore, members are getting copies of many other programs, not just yours. Secondly, that $1 copy fee goes to pay for the equipment and the disks that the library is made up of. Apple Pi is a not-for-profit organization, and all the money we take in is spent on the members...for equipment, and everything else it takes to keep Apple Pi alive and well. We feel that the $1 copy fee is extremely reasonable for the amount of programs that it can get you. We greatly appreciate your contributions to the library, and I hope this answers your question about our fee.

John

Dear John,

I just purchased a new computer for Christmas, and it has the Apple Duodisk with it. I checked the speed of my drives, and it shows that the second drive is running extremely slow. Can you tell me how to adjust the speed on these drives? I am familiar with the process for the Disk][s, but not with the Duodisk.

Sllloooowwwwing down

Dear Slow,

Actually, it it much easier to adjust the speed on the Duodisks than the Disk][s. On the Disk][s, you had to remove the cover...but you're in luck...you don't have to with the Duodisks. Simply turn the drives over so that you are looking at the bottom of the drive. Towards the front of each drive, you will find a very small hole in the case. Right through that hole you'll find the adjustment screw for the drive speed. Using a very small screwdriver, you should be able to adjust the speed very easily. Remember, though, that the drives should be set at 300 RPM...not at the "optimum" speed some copy-software manufacturers recommend.

John

Dear John,

A friend gave me a copy of Applewritter //e to try on my new //e to see if I like it before I spend the bucks to get my own copy. At the top of my screen is some real odd looking information. Can you tell me what that is ?

Odd Stuff

Dear Odd Stuff,

It sounds like you have one of the new Apple //es with the new vidio ROM. This ROM has mouse goodies in it that go nuts if you are sending inversed Char.s to the 80 column card. The top of the Applewritter screen has information as to the file you are using, line you are on and so on. The Mouse Char.s may do all kinds of strange stuff. If you are thinking of spending big bucks on a word processor may I suggest AppleWorks. It costs more but does much much more.

John

Send letters to:

Johnny Appleseed
c/o Denver Apple Pi
P.O.Box 17467
Denver CO. 80217

COMPUTER SURVEY

A coouple of months ago a Computer Survey was put in the Seed and on new member information forms. Here is what type of system being used by the folks that took the time to fill out the Questionnaire.

Computers-
Out of over 100 people who answered 64% use Apple //e, 16% use Apple][+, 10% use Apple //c, 6% use Apple][, or MAC and the rest use Apple /// or Apple compatables.

Disk Drives-
68% of the computers have 2 floppy disk drives, 16% have Duo-Drives, 5% have hard disks and none (other than MAC people) are using the new 3.5 in. drive.

Accessories-
98% of the users have printers, 25% have a mouse, 15% have a clock card, and 4% have ROM cards. 79% use a monocrome monitor, 29% have color, 4% use RGB (some folks have more than one monitor). 2% have light pens, 43% use joy sticks, 10% paddels, and 6% have a Koala pad. 30% have 300 baud modems and 12% have 1200 baud.

Years of computing-
The time people have been computing on Apples is as follows:

0 - 1	30%
1 - 2	20%
2 - 3	14%
3 - 4	14%
4 - 5	8%
5 +	14%

Programmers-
68% of everyone does some programming. Most foks program in BASIC with a few Pascal, Logo, Fortran and ASM.

Other Stuff-
98% said that they would like their names given to people who sell computer products. Most of the "I would like to know more about:" questions were answered : Programming, using special software, or Modems.

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Just Load your Applesoft file, add the above lines, and type RUN. Be sure to correct any line numbers that are below 10. And by the way since 63999 is the largest legal Applesoft line number, any larger ones will be lost.

If you wish to convert a BINARY file, you should get a utility from the library. The alternative of listing on the monitor, transcribing to paper, then entering with a text editor is not too exciting.

So that's it! If you have questions, send them to Johnny Appleseed, or post a bulletin for other members to respond. No doubt the response will be quick either way.

Good luck with the upload/download section!

AUCTION!
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MEETING !!!

THE SEED

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